

ABSTRACT

A system and method maintains session states in a plurality of server computers forming a server computer group. Upon an initial customer access of a first server computer of the server computer group, a first server computer creates a session state for the customer. The first server computer then transmits a command to the other server computers in the server computer group that cause the customer's session state to be created on the other server computers of the server computer group. Session states are stored in the dynamic or static memory of the server computers of the server computer group. Session state updates are made in the computer servers via broadcasted commands. On a subsequent access of the server computer group, the customer may access a different server computer of the server computer group. Upon this access, the customer computer provides the session state ID to the different server computer. The different server computer, which possesses a copy of the session state, accesses its copy of the session state using the FactID and services the customer query. If it does not possess a copy, it requests a copy from another computer server.